

Universiti Teknologi Mara

**Mari Belajar Arab Application Using
Game-Based Learning**

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**Thesis submitted in fulfilment of the requirements
for Bachelor of Computer Science (Hons.)
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SUPERVISOR'S APPROVAL

**Mari Belajar Arab Application
Using Game-Based Learning**

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This thesis was prepared under the direction of thesis supervisor, Madam NurAzian Binti Mior Dahalan. It was submitted submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the Bachelor of Science Computer (Hons).

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JANUARY 10, 2017

STUDENT'S DECLARATION

I certify that this report and the research to which it refers are the product of my own work and that any ideas or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

The purpose of this project invention was to design and develop Mari Belajar Arab Application which is an enjoyable mobile game application at doing Arabic knowledge drills in Arabic subject for primary school students. The ADDIE method was implemented to design and develop the Mari Belajar Arab Application which is comprises of five phases that need to be completed by sequence which are analysis phase, design phase, development phase, implementation phase and evaluation phase. The findings suggest the combination of the gaming element with Game-Based Learning element can give enjoyment to student in learning Arabic language.

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